

DRAGONS OF HELL

In this game, you are a dragon living in the fiery depths of Hell. Your goal is to become the most powerful dragon in the realm. To do so, you will need to battle other dragons, gain power, and use your unique abilities to outsmart your opponents.

SETUP

Each player chooses a dragon type, each with its own unique abilities, default health, and attack power:

Fire Dragon (default health: 80, default attack power: 8)

Ability: Once per turn, you may reroll anyone who dies.

Poison Dragon (default health: 70, default attack power: 9)

Ability: Once per game, you may choose to have your opponent reroll one of their successful attacks.

Ice Dragon (default health: 60, default attack power: 10)

Ability: Once per game, you may freeze your opponent, preventing them from rolling any dice on their next turn.

Lightning Dragon (default health: 65, default attack power: 11)

Ability: Once per game, you may add an additional die to your attack roll.

Shadow Dragon (default health: 75, default attack power: 7)

Ability: Once per turn, you may choose to reroll any one of your opponent's successful defense rolls.

Earth Dragon (default health: 90, default attack power: 6)

Ability: Once per game, you may choose to restore 20 health to yourself.

Each player starts with 5 dice.

GAMEPLAY

On each turn, a player may choose to either:

Roll their dice to attack their opponent

Use their unique ability (if available)

To attack, a player rolls all of their dice and adds up the total. The defending player then rolls their dice to defend. Each die showing a 4, 5, or 6 counts as a successful defense. If the defending player's successful defense total is higher than the attacking player's attack total, the attack is blocked and no damage is dealt. If the attack is successful, the defending player takes damage equal to the difference between the attack total and the successful defense total.

Each player starts with 60 health. If a player's health reaches 0, they are out of the game.

Players can also use their unique ability once per turn or game as described above.

To determine the winner, the last player standing with any health remaining is declared the most powerful dragon in Hell.

The role-playing system i have built is designed to create an immersive and engaging experience for players who want to take on the roles of powerful dragons in the depths of hell. The system involves using dice rolls to determine the success of actions and to track the health and power of each dragon.

At the start of the game, each player chooses a type of dragon to play as, each with its own unique ability, default health, and attack power. The default health is set at 60 for all dragons, but the attack power and unique abilities vary depending on the dragon type.

During gameplay, players take turns rolling dice to determine the success of their actions, with higher numbers resulting in more successful outcomes. The dice rolls are influenced by the dragon type and unique abilities, with some dragons having advantages in certain situations.

To track the health and power of each dragon, players use tokens or markers on a game board. As dragons take damage or gain power, their tokens are moved up or down the board accordingly.

The narrative prompts provided in the game encourage players to engage in imaginative and creative storytelling, allowing them to create their own unique narrative within the world of the game.

Overall, our goal with this role-playing system is to create a thrilling and engaging experience for players who want to take on the roles of powerful dragons in the fiery depths of hell. Through playtesting, i have made some changes to the default health and attack power of certain dragon types to ensure a more balanced and fair gameplay experience.

i believe that this system will provide players with a unique and exciting way to explore their creativity and imagination while engaging in a fun and competitive game with their friends.

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Playtest Report: Dragon Battle in Hell

Participants: 2 players

Objective: To test the dragon battle in hell game and assess its playability, balance, and entertainment value.

Gameplay: Each player was randomly assigned a dragon type - Fire, Ice, Poison, or Thunder. Each dragon had different starting HP and attack power values. The game board represented the fiery pits of hell and was divided into a grid with a designated starting point for each dragon.

Players took turns rolling the dice to move their dragon across the board, with each space representing a different action, such as attacking an opponent, drawing a power card, or healing. The power cards had unique abilities that could either help the player or hinder their opponents.

The dragons battled each other until only one remained. The game ended when the last dragon standing had defeated all of its opponents.